CompactView X10

USER MANUAL

VERSION 2

3D Perception CompactView X10 Projector and accessories

CompactView X10

Communication cable

EVC Cable

Figure 1.CompactView X10 and accessories

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1 BEFORE YOU START

THANK YOU FOR CHOOSING THE 3D PERCEPTION COMPACTVIEW X10 PROJECTOR

The **COMPACTVIEW X10** projector will display high brightness images with vivid colours, even under normal light conditions. As input for your presentation you can use CD-I, CD-ROM, Photo CDs, Laser Disks, DVD, normal VCRs or computers. You can have multiple inputs connected simultaneously for high impact multimedia presentation.

1.1 Accessories

Please take a few minutes to make sure that your **COMPACTVIEW X10** projector contains all the necessary parts: see figure 1.

1.1.1 Cables for control through CompactDesigner software

- Communication cable – 2m/6ft Spiral cable with RJ12 connectors
- EVC cable
- 3 x Power cable – (Europe, U.S.A. and U.K.)

1.1.2 Other accessories

Please refer to our website at www.3d-perception.com

1.2 Insert batteries in the remote control

Figure 2 shows the remote control with the battery lid removed.

Slide off the battery lid and insert the batteries with the + and - poles correct.

Slide the battery lid back on again.

Figure 2: Inserting batteries in the remote control

2 IMPORTANT NOTICE

The warranty card or copy of invoice is your proof of purchase. Please make sure that the warranty card is returned in order to get the warranty service you are entitled to.

Failure to return the warranty card may void your warranty.

NOTE! PLEASE USE CAUTION WHEN TRANSPORTING THE UNIT.

WARNING! TAMPERING WITH OR OPENING THE COMPACTVIEW X10 CAN BE DANGEROUS. FOR REPLACEMENT OF THE LAMP SEE THE INSTRUCTIONS SUPPORT WITH THE REPLACEMENT LAMP. LEAVE MAINTENANCE TO AUTHORISED 3D PERCEPTION SERVICE PERSONNEL. PLEASE CONTACT YOUR VALUE ADDED RESELLER WITH ANY SERVICE OR MAINTENANCE QUESTIONS YOU MAY HAVE.

3 CONNECTING A SOURCE SIGNAL TO THE COMPACTVIEW X10 PROJECTOR

3.1 Connecting an image generator to the CompactView X10 Projector

The procedure for connecting an image generator to the COMPACTVIEW X10 projector is the same for all types.

1. Make sure that the image generator; the monitor and the **COMPACTVIEW X10** projector are switched off.

2. Identify the RGB out connector on the back of your image generator (where you would normally connect a monitor).

3. Connect the image generator to the **COMPACTVIEW X10** projector using the communication cable.

4. Turn on the **COMPACTVIEW X10** projector and then the image generator. The image should now be projected from the **COMPACTVIEW X10** projector.

3.2 Connecting a Computer Graphics Source to the CompactView X10 Projector

The procedure for connecting a computer graphics source to the COMPACTVIEW X10 projector is as follows:

1. Make sure that the computer graphics source and the **COMPACTVIEW X10** projector are switched off.

2. Connect the VGA cable from the computer graphics source to the enhanced video connector on the **COMPACTVIEW X10**.

3. When connection has been achieved and verified, switch on the computer graphics source and the **COMPACTVIEW X10** projector.

4. The **COMPACTVIEW X10** projector will now automatically display the pictures from the computer graphics source. If not, see the section ‘What do I do if’.

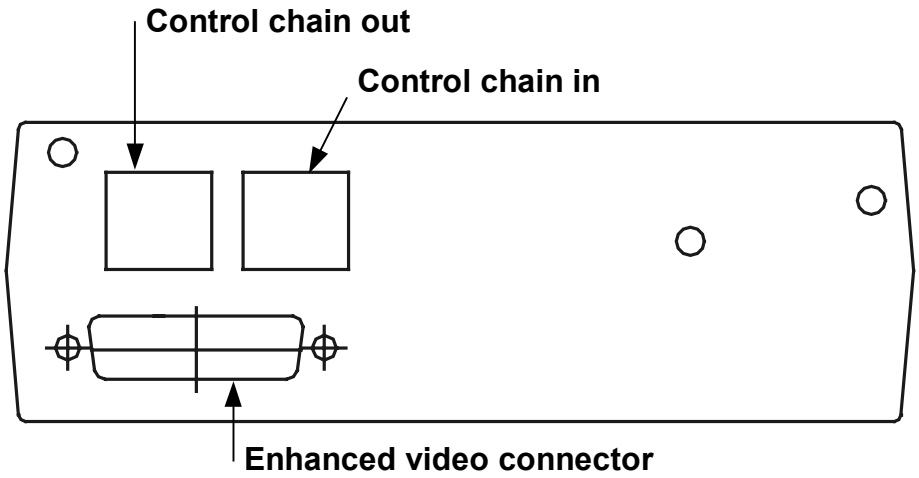


Figure 3: Connection Panel

4 COMPACTCONTROL AND COMPACTDESIGNER SOFTWARE PACKAGE

The CompactControl and CompactDesigner software may be installed either directly from a CD-ROM or by downloading from the Internet. After registering with 3D Perception, and depending on the type of software license purchased, you will have either CompactControl or CompactDesigner loaded on your PC.

CompactControl provides the user with full geometry correction, edge control, gamma control and colour control of projectors whereas CompactDesigner, as well as offering all that CompactControl offers, also facilitates the complete design of projection theatres along with in-depth analysis.

4.1 About CompactControl

CompactControl allows the user to set up a model of the actual theatre scenario and to place the projectors in the theatre model at the correct physical locations.

CompactControl then allows the user to perform geometry adjustment, edge blending, gamma correction and colour balancing in order to create a continuous picture with evenly distributed light intensity.

Projection theatre geometry is downloaded to the projectors for easy calibration of geometry, soft edges and hot spot compensation.

4.2 About CompactDesigner

CompactDesigner, whilst offering all the same facilities as CompactControl, also assists in the designing of Projection Theatres based on known room measurements, specifics of projectors and screen geometry. Many of the processes are automated.

The designer may input various types of screens or screen elements, projector types, position both screen and projectors, define eye point, or even multiple eye points for simulation activities that require this.

CompactDesigner calculates the parameters for very accurate Non-Linear Image Mapping (NLIM) in order to provide a high quality image as seen from the selected eye points.

Between projectors, the designer is free to select edge blending zone and the intensity fall off characteristics, hot spot compensation level, and gamma correction and colour balance. All to create a seamless continuous picture with evenly distributed light intensity.

4.3 Installation

The CompactControl and CompactDesigner software is delivered on CD-ROM media, or may be downloaded from the Internet. You may either have a CD with software, or a downloaded self-extracting executable file.

1. Installation from CD-ROM

Insert the CD. Depending on your computer's set-up, the installation program may start automatically.

If it does not, you need to locate the set-up program on the root directory of the CD:

Double-click the icon to start the set-up procedure.

2. Installation from self-extracting executable

Locate the executable file and double-click its icon to start the set-up procedure. The installation procedure will now guide you through the set-up process.

NOTE: There is an on-line 'Help' that is delivered with the CompactDesigner software, including a 'Quick Guide', which gives detailed step-by-step instructions on the setting-up and use of the system.

4.4 Software License

The set-up program requires you to enter a valid software license serial number.

The first time you run the set-up program, the serial number will be set to a dummy value:

CV0000-0-0000-00000000-00000000.

Use this default value to calculate the machine ID.

The serial number is based on a unique ID of the target computer. To obtain a full license, you will need to run the set-up program once to calculate the ID, which must be sent to your distributor for a license serial number to be generated.

When you have received the serial number for your machine, run the set-up program again. The serial number must be entered exactly to allow set-up to continue.

The set-up program will not allow you to continue until a valid license serial number has been entered.

Depending on the type of software license purchased, you will now have either CompactControl or CompactDesigner loaded on your PC.

5 GETTING STARTED WITH COMPACTVIEW X10

5.1 Connecting a single projector

1. Connect the projector to a video signal source using the supplied cables. The video signal must be connected to the 'Enhanced Video Connector' Port on the projector.

2. Connect the Control PC (running CompactDesigner or CompactControl) to the projectors 'Control chain in' input. The supplied 6-lead cable (Figure 4) plugs into the PC's serial port using an adapter (Figure 5).

3. Connect the projector to AC power and switch on.

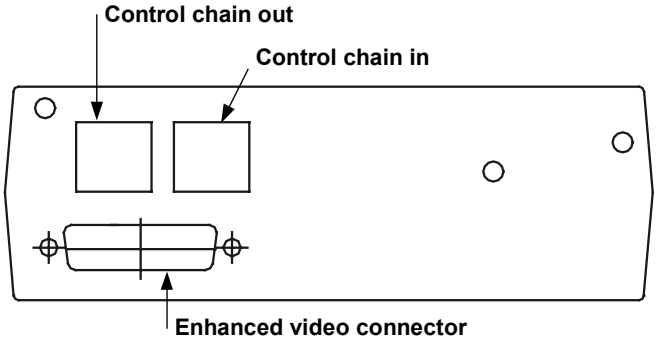


Figure 3. Connection panel

4. Start CompactDesigner or CompactControl (depending on your software configuration). If the software has not yet been installed on the target machine, it will have to be installed first. See chapter 4.3.

Figure 4. Communication cable

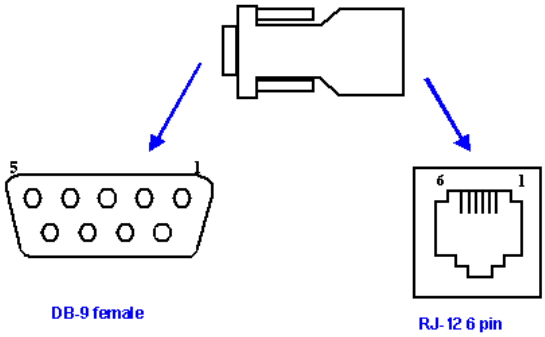


Figure 5: Serial port adapter

For detailed instructions on using the software, please refer to the on-line Help, section 'Quick Guide'.

5.2 Connecting Projectors in a Chain

Multiple projectors may be connected together in a ‘daisy chain’ by using the input and output connectors on each projector.

The first projector is connected to the host PC using a 6-lead cable with RJ-12 connectors on both ends. This cable connects to the PC through the supplied adapter (9-pin to RJ-12). The other end plugs into the ‘Control Chain in’ port on the first projector.

From the first projector, another 6-lead cable connects between the ‘Control Chain out’ port on the first projector to the ‘Control Chain in’ port on the second projector. This chain can be extended up to the theoretical limit of 255 projectors in a single chain.

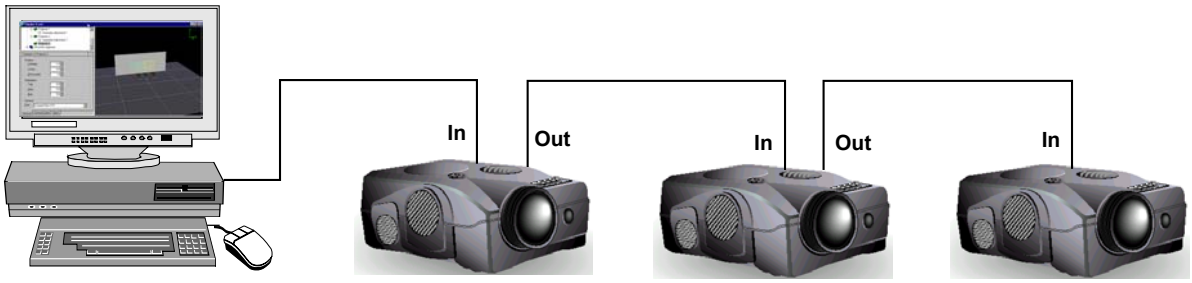


Figure 6: Connecting projectors in a ‘Daisy chain’.

6 USING THE COMPACTVIEW X10 PROJECTOR

6.1 Different program modes for the COMPACTVIEW X10 projector

The **COMPACTVIEW X10** projector has different modes of operation:

1. Stand-by mode
2. Normal mode
3. Quick mode
4. Menu mode
5. Blank mode

6.1.1 Stand-by mode

In stand-by mode the projector is turned off and can be turned on by using defined keys, see section 6.3

6.1.2 Normal mode

In normal mode a picture will be shown on the screen.

6.1.3 Quick mode

Quick mode is used with the interactive remote control (quick key). You assign functionality for the quick key on the remote control in the quick menu (see section 7.2.5). When clicking on the Quick key you will be able to switch between all the functions you have selected in this menu.

6.1.4 Menu mode

In menu mode the menu system is activated and you use the mouse pad and the mouse buttons on the remote control to navigate in the menu.

6.1.5 Blank mode

In blank mode the screen is blanked out (black).

6.2 COMPACTVIEW X10 Remote Control

The **COMPACTVIEW X10** remote control provides access to the Main Menu, which in turn facilitates control of the various image adjustments and utility functions of the **COMPACTVIEW X10** projector

Pointing it towards the projection screen operates the remote control. An infrared beam bounces from the screen to an infrared receiver on the **COMPACTVIEW X10** projector.

NOTE!
Make sure nothing is blocking the IR receiver in front of projector located beside the lens, as this will prevent the communication between the remote control and the COMPACTVIEW X10 projector.

To ensure smooth operation, the combined distance from the remote control to the screen and back to the projector should not exceed 10 meters (33 ft). If the distance via the screen is longer, you should point the remote control directly towards the IR receiver.

The remote control works with Macintosh and with Microsoft Windows, for interactive distance control of your computer. A unique pressure-sensing pad on the remote makes it very easy to control.

The Remote control is very easy to operate. It has only six keys in addition to the pressure sensing mouse pad.

Key underneath the control
Enter.

Small grey key
Interrupt/break an action (right mouse key)

Menu
The menu key gives access to the **COMPACTVIEW X10** menu control functions. To move within the various menu functions, position the arrow cursor by pressing the sensitive mouse pad and click with the left mouse button which is located underneath the remote control. If you are in menu mode and press the menu key you will return to normal mode

Figure 7: The remote mouse

Zap
The two zap keys can be programmed to perform an assigned function. To assign a function to the zap keys, select the Zap icon from the menu. The zap keys can be programmed to do the same function. See section 7.2.5 for further explanations of the zap menu.

Quick
When pressing the Quick key you can switch between all selected functions for the Quick key. See section 7.2.4 for how to select functions for the Quick key.

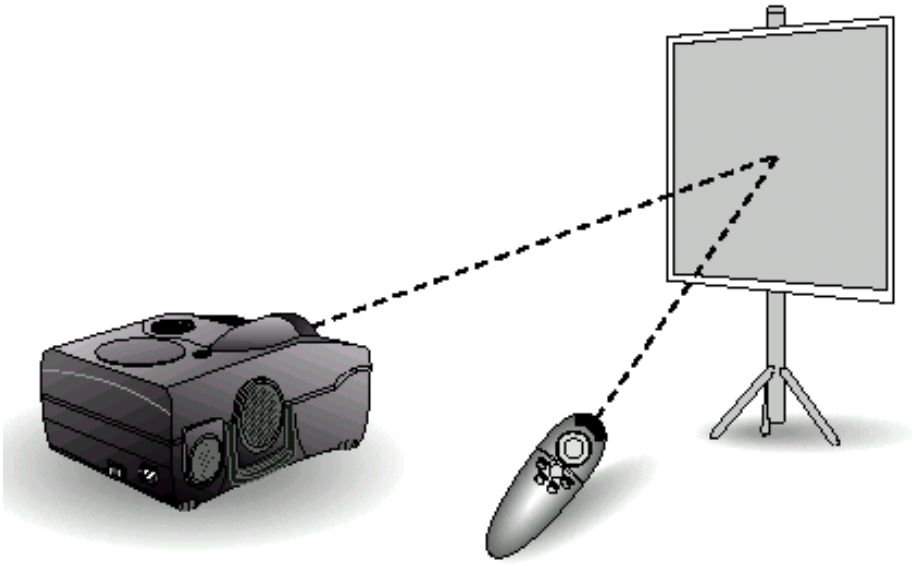


Figure 8: The remote mouse communicates with the **COMPACTVIEW X10** projector via the projection screen

6.3 Using the touch panel on the COMPACTVIEW X10 projector

The touch panel gives you direct access to the most important functions of the **COMPACTVIEW X10** projector. It is very handy to use when the remote control has low batteries, or you simply have forgotten to bring it with you. Remember, these controls are also available from the software. The key functions are as follows:

Source
The **COMPACTVIEW X10** projector has direct keys for input selection, PC being the norm.

Brightness
The Brightness key is used to control the brightness in data and video image.

Contrast
The Contrast key is used to control the contrast in data and video image.

Figure 9: The keys on the touch panel on the **COMPACTVIEW X10**

Stand by
The stand by key will set the **COMPACTVIEW X10** projector in stand by mode. The lamp will turn off, and the fans will run for a little while cooling the projector before stopping. To return to normal mode, press the Stand by key once more, or press the Menu key on the remote control.

Automatic set-up
The automatic set-up key will set up the projector with optimal settings for the connected source. If you want to do manual adjustments you can do this by using the menus (see section 7).

NOTE!
Some features of the screen menu system can only be accessed via the remote control.

6.4 Adjusting the height and angle of the COMPACTVIEW 10 projector

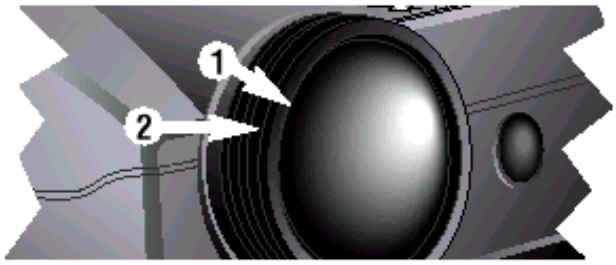
You can adjust the height and angle of the **COMPACTVIEW X10** projector by adjusting the four small feet underneath the product.

NOTE!
The COMPACTVIEW X10 projector should never be left with an angle of more than 15 degrees over a longer period of time. This will shorten the lifetime of the lamp.

6.5 Adjusting Focus/Zoom on the COMPACTVIEW X10 projector

To adjust focus, turn the outer part of the lens (1).

To adjust zoom, turn the inner part of the lens (2).



7 USING THE MENUS

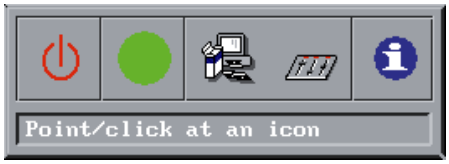
The following menus are accessed through the IR remote control:

1. **Main menu**
2. **Set-up menu**
3. **Control panel menu**

7.1 Main menu

The main menu is divided into two parts:

- Icons
- Help text



Icons
The icons illustrate a function and are grouped into groups with similar functionality. Clicking an icon activates it. Some icons have a direct function and some will activate a second level menu.

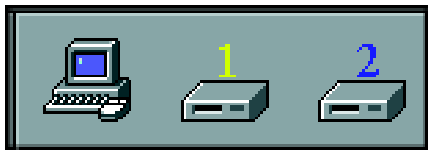
Help text
By moving the cursor over the icons the text area will give a short description of the icon.

Stand by
This function sets the projector in stand-by mode

Auto set-up
Auto set-up will do automatic set-up of the projector:

- Horizontal and vertical position
- Sampling clock
- Phase
- Chooses between available video formats and NTSC/PAL auto detection (Video option only).

Source (Video option only)
You can connect three different sources to the COMPACTVIEW X10 projector, one computer source and two video sources. You select the source you want to use by clicking on the icon representing the source. Use the pressure-sensing pad on the remote mouse to move the mouse pointer to an icon and click the button (left mouse) underneath the remote mouse. In this menu you can make adjustments for picture and sound.



Set-up menu
In this menu you set up the projector with settings that will not be changed often, e.g. language, mouse system or picture orientation.

Control panel
In this menu you can make adjustments for picture and sound.

Removing the main menu
To remove the menu system, press the MENU key on the Interactive Remote control. The menu will disappear when active for 40 seconds.

7.2 Set-up menu

In the set-up menu the following sub-menus are available:

- Picture orientation
- Language
- Mouse system
- Quick key assignment
- ZAP keys assignment
- Lamp hours

7.2.1 Picture orientation

NOTE: Although picture orientation is possible from the set-up menu it is strongly recommended that this function be performed from within the CompactDesigner software.

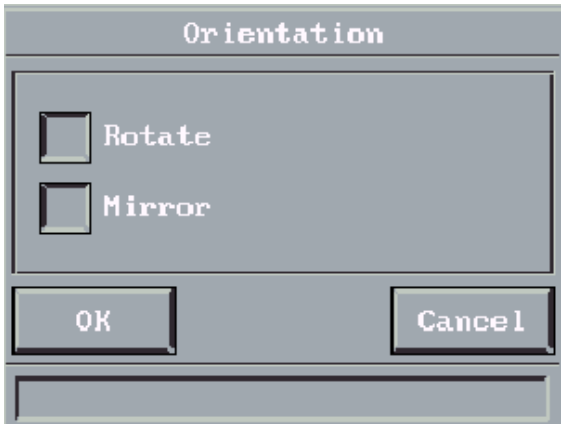
The picture orientation menu is used for rotating and mirroring the picture.

Normal
Normal is used when the projector is standing on a table projecting a picture on a screen.

Mirror
Mirror is used when the projector is projecting the picture from the back of the screen

Rotate
Rotate is used when the projector is ceiling mounted and projecting image from the front.

Rotate and mirror
Rotate and mirror is used when the projector is ceiling mounted and projects the picture from the back of the screen.



7.2.2 Language

This menu allows you to choose between six different menu languages:

- English
- Norwegian
- German
- Italian
- French
- Spanish

Click in the box next to the language you want to use. Click on the OK button. The window will disappear, and the selected language will be used in the main menu and in all other menus.

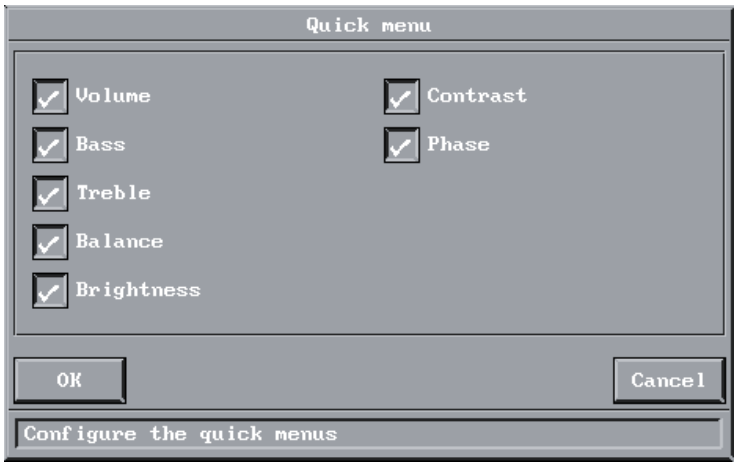
7.2.3 Mouse system

Not applicable.

7.2.4 Quick menu settings

In the quick menu you can assign functionality for the quick key on the remote control. When clicking on the quick key you will be able to switch between all the functions you have selected in this menu.

In this example, the first time you click on the quick key you will activate the volume function.

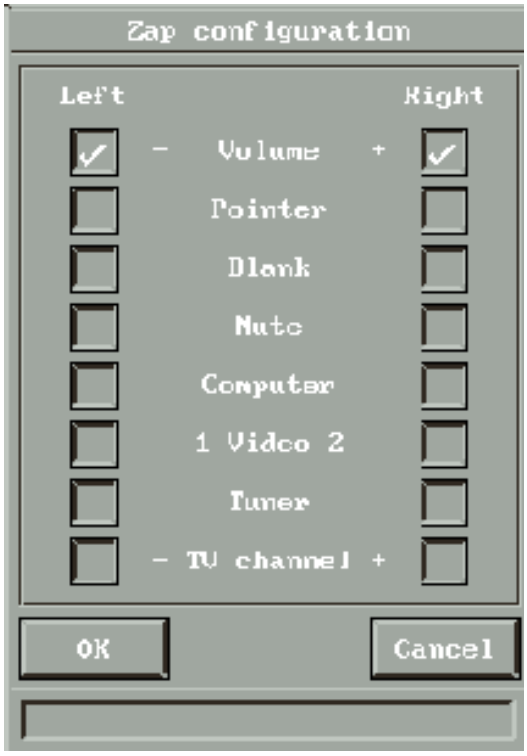


A volume bar will be displayed at the bottom of the projected image where you can adjust the volume up and down. You adjust the bar by either pressing the pressure-sensing pad right or left or you may use one of the two zap keys on the remote control. To accept the adjustment, and terminate the quick menus click on the left mouse button. To get back to the original volume, click on the right mouse button.

The next click on the quick key will accept the volume adjustment and activate the brightness function and a brightness bar will be shown at the bottom of the page. When you have gone through all assigned functions the menu will disappear.

7.2.5 Zap menu

The Zap menu is used to assign functions to the zap keys on the remote control. The menu consists of two columns of buttons where the left column assigns the functions to the Zap 1 key and the right column assigns the functions to the Zap 2 key.



Volume
Not applicable

Pointer
Not applicable

Blank
Activates blank mode by pressing the Zap key. First click will activate Blank mode and second click will deactivate it.

Mute
Not applicable

Computer
Selects Computer as source.

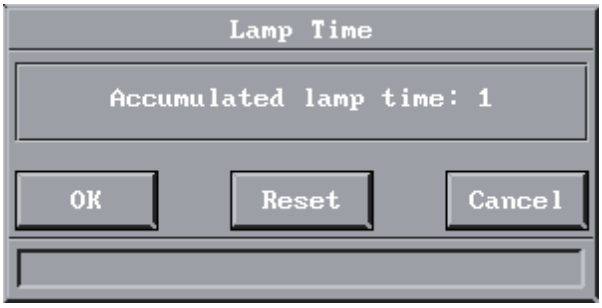
Video (Optional)
Selects video sources. Both Zap keys can be programmed to select Video (video input 1 or 2).

Tuner
Not applicable.

TV channel
Not applicable.

7.2.6 Show accumulated lamp time

In this window you can see the accumulated time that the lamp have been used. You also use this window to reset the accumulated lamp time when you have changed lamp.

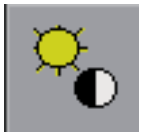


7.3 Control panel menu

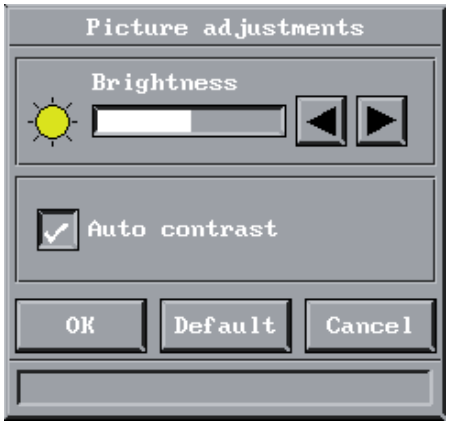
In the control panel you have access to menus for adjusting picture and audio settings.

The icons ”Picture positioning” and ”Synchronisation Adjustments” are only visible if PC source is active.

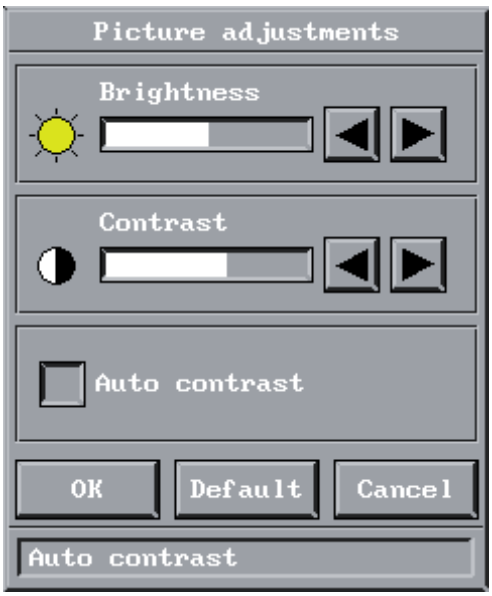
7.3.1 Picture control



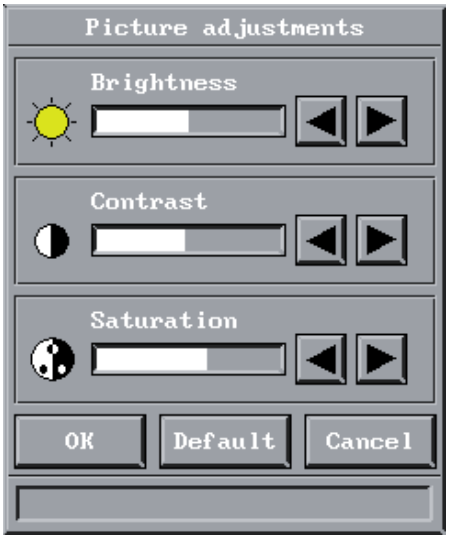
Select the picture control menu for adjusting brightness, saturation and tint.



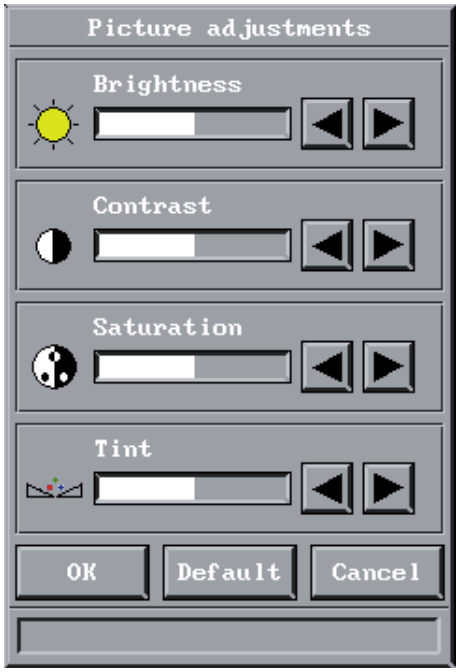
When PC is selected as source and auto contrast is marked, only brightness will be available.



When PC is selected as source, only brightness and contrast will be available.



(Optional) When PAL/SECAM video is selected brightness, contrast and saturation will be available.

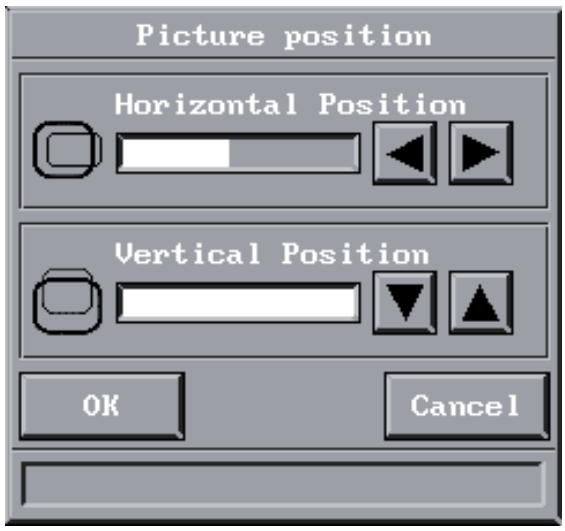


(Optional) All options will be available for NTSC video. Select OK to save your changes and exit, or select Cancel to exit without saving your changes. Selecting Default restores factory settings.

7.3.2 Picture positioning

Adjust vertical and horizontal position of the picture on the screen with the two sliders.

Select OK to save your changes and exit, or select Cancel to exit without saving your changes.



7.3.3 Audio control

Not applicable.

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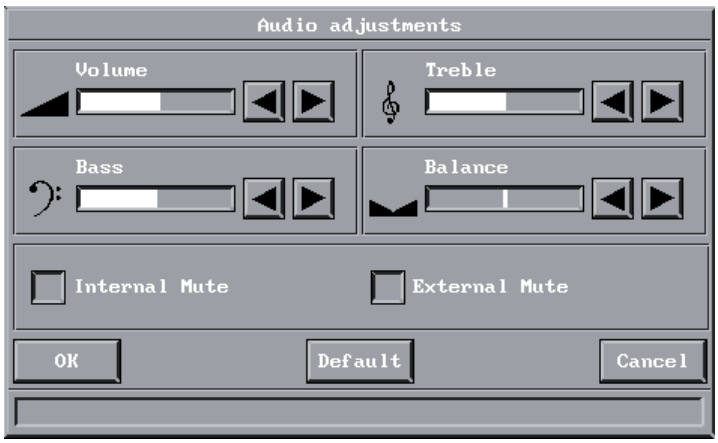
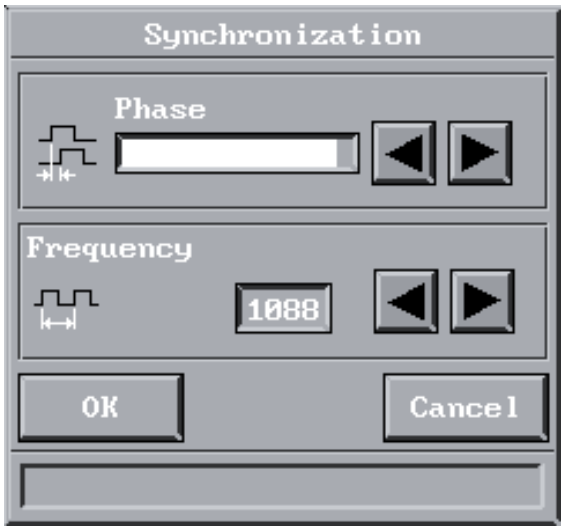


7.3.4 Synchronisation adjustments

It is possible to adjust the synchronisation in Computer mode by adjusting the Phase and the Frequency. The synchronisation will be set by the automatic set-up function. Manual sync adjustments should typically not be required.



7.3.5 Colour manager

The colour manager is designed to give you maximum performance from your projector, independent of ambient light conditions. In the colour manager menu you can choose between four pre-defined Colour settings.

7.4 Product information

Click on the product information icon in order to get information about the product and company.

Select Exit to leave the menu

8 MAINTENANCE

All maintenance should be done by 3D Perception authorised service personnel. Contact your 3D Perception Value Added Reseller for maintenance.

The 3D Perception projector lamp is designed to give you 2000 hours performance. In the unlikely event that you should have to change the lamp, you will find complete instruction on how to replace the lamp included in the spare lamp kit.

9 WHAT TO DO IF (TROUBLE SHOOTING)

NOTE: The following are some of the typical problems encountered by users of the **CompactView** X10. If you have detected a problem not listed here, or if after trying the suggested remedies the problem still exists, you should contact your Value Added Reseller immediately.

❖ No image appears on the screen

Possible causes and remedies:

1. The **CompactView X10** projector is left in Standby mode. If the product is in standby mode, there will be a red light next to the stand-by button. Press the stand-by but-ton or the Menu key on the remote control.
2. The lamp does not function. Check the light on the control panel. If the light is orange, first check if the projector has been re-set too quickly after turn-off by pressing the red standby button. If the light is still orange the lamp does not function. Contact your Value Added Reseller.
3. The product is set in 'blank mode'. Press the zap keys on the remote control.
4. The brightness is turned on too low. Adjust brightness until a satisfactory image is achieved.
5. The power saver or screen saver on the PC or other image generator is turned on. Turn off the power saver and screen saver on the image generator.
6. The image is displayed on the laptop screen and not the projector. Activate the external port on the laptop by pressing the required key combination on your computer.
7. The **CompactView X10** projector is not connected to electricity. Check that the power cable is connected to the **CompactView X10** projector and the wall outlet.

❖ No source signal is detected ('3D Perception' appears on the screen)

Possible causes and remedies:

1. The computer has not been switched on. Turn on the computer.
2. The cables are not properly connected. Check all cable connections.
3. There is no electricity in the power outlet in the wall. Check that there is power in the power outlet.
   NOTE! When all connections to electricity are OK, there will be a green light at the control panel.

❖ The image is not good (noise)

Possible causes and remedies:

1. The automatic image set-up is not activated. Run auto set-up by pressing the green button on the touch panel or run auto set-up from the menu.
2. The synchronisation on the PC is not set optimally.

❖ There is poor response from the Interactive Remote Control

Possible causes and remedies:

1. Check that nothing is blocking the IR receiver at the front of the 3D Perception projector.
2. Make sure the remote is pointed towards the screen.
3. Make sure there is no more than 10m/33ft in distance to the projector.
4. Batteries might be low. Change batteries in the remote control.
5. Electromagnetic or optic noise may influence the remote control. Turn off sharp fluorescent tubes, mobile phones etc that are near the projector.

❖ No Image Appears

Possible causes and remedies:

1. The 3D Perception projector has not been switched on. Check the ON/OFF switch at the back.
2. For Notebooks: The external RGB port may need to be manually activated. Please consult the notebook-operating manual for how to operate.

9.1 Further assistance

Further assistance can be found in the comprehensive on-line ‘Help’ feature in the section entitled ‘Troubleshooting’.

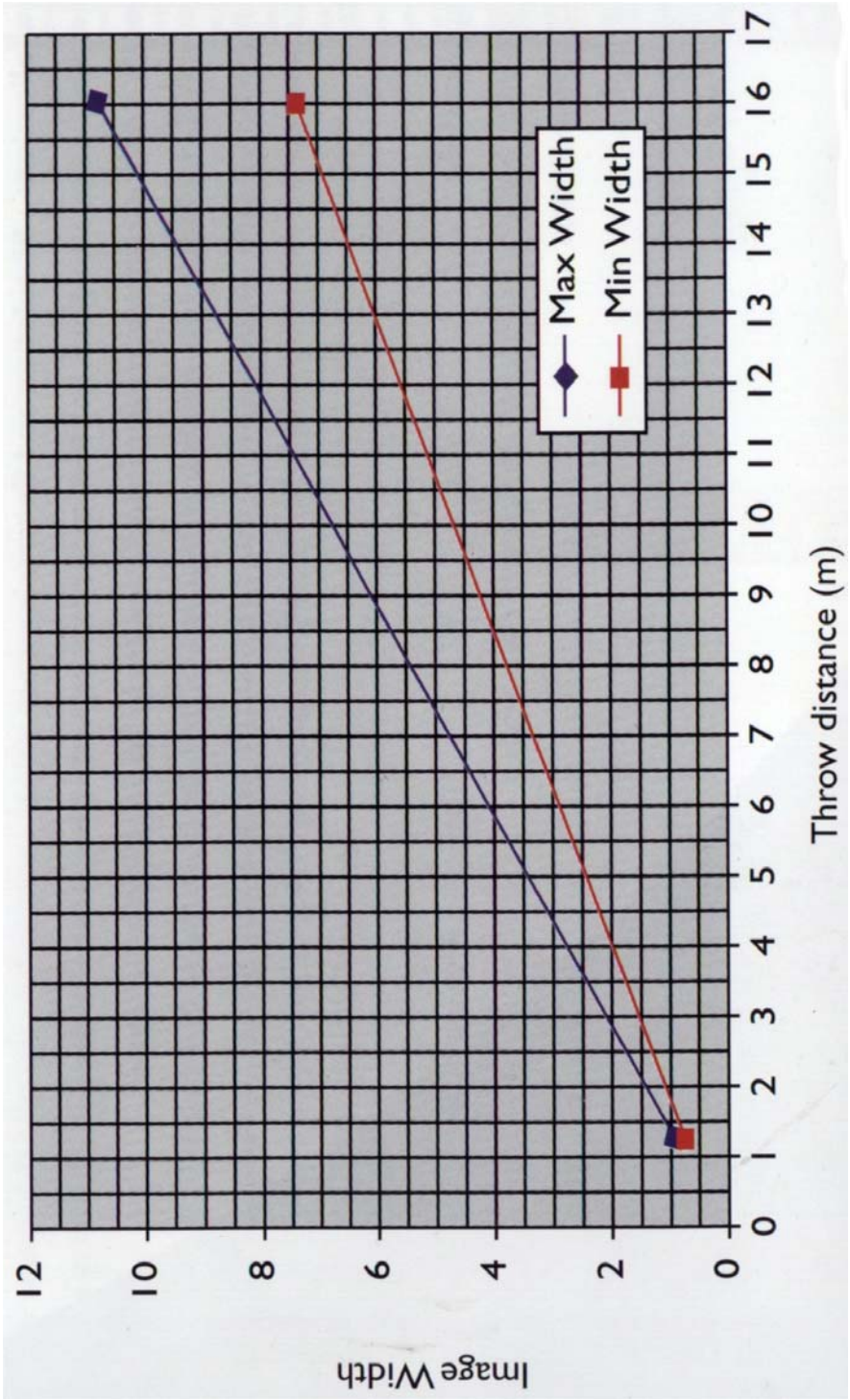
You are also invited to visit our web site www.3d-perception.com

10 TECHNICAL SPECIFICATIONS

Resolution:	1024 x 768
Colour resolution:	24 bits (30 bits internal processing)
Response time:	16 ms
Processing Latency:	50 us – 12 ms (geometry dependent)
Projection Lamp:	150W UHP
Lamp life:	2000 Hours typical
Brightness:	1000 ANSI Lumens
Contrast Ratio:	500: 1 (ANSI Full on/off typical)
Projection Lens:	Carl Zeiss Zoom Lens
Vertical Frequency:	48Hz – 100Hz
Horizontal Frequency:	15KHz – 80KHZ
Dimensions:	13.2 ins (W) x 8.86 ins (D) x 5.72 ins (H) 335 mm (W) x 225 mm (D) x 145 mm (H)
Weight:	10.2 lbs (4.6 kg)
Geometry Processing	100 Megapixels/second (full signal rate)
Non-linear mapping:	Fully digital image re-sampling
Soft edge blending:	Fully digital in all directions
Colour balance:	Fully digital
Gamma correction:	Fully digital

Image Width v Throw Distance Chart

The following diagram illustrates the relationship between image width and throw distance for a flat screen.



11 LIMITED WARRANTY, 'FCC STATEMENT' AND 'TRADEMARKS COPYRIGHT'

Limited Warranty

Except as otherwise stated herein, 3D Perception warrants to the first end-user ('Customer') who purchases a 3D Perception projector from a Value Added Reseller that the 3D Perception projector is free from defects in parts and labour under normal use during the warranty period. The warranty period means the 12-month period from the date of the Customer's purchase of the 3D Perception projector from a Value Added Reseller.

During the warranty period, 3D Perception will, at its option and in its sole discretion, repair or replace defective parts, including replacement of the entire 3D Perception projector, at no additional charge to the Customer. However, the Customer is responsible for all shipping and insurance costs incurred in returning any 3D Perception projector to the Customer which does not require any repair or replacement work, as determined by 3D Perception in its sole discretion. This limited warranty does not extend to the 3D Perception projector lamp and does not extend to any 3D Perception product that has been dam-aged as a result of accident, misuse, or abuse. Nor does it extend to the use of parts not manufactured or sold by 3D Perception, by unauthorised modification of the 3D Perception projector, or as a result of servicing by unauthorised personnel. This limited warranty extends only to the Customer, and is not transferable or applicable to any other third party or user, including any one who purchases a used 3D Perception projector. Any person asserting a claim under this limited warranty must establish to 3D Perception satisfaction the date of purchase and that the 3D Perception projector was purchased new.

Other warranty and liability limitations

Aside from this standard published warranty, 3D Perception makes no warranty of any kind, express or implied, including without limitation, those of merchantability and of fitness for a particular purpose. Without limiting the generality of the foregoing, any description of the 3D Perception projector is for the sole purpose of identifying it, is not part of the basis of any bar-gain, and does not constitute a warranty that the item sold shall conform to that description. The use of any sample or model is for illustrative purposes only, it is not part of the basis of any bargain, and it is not to be construed as a warranty that the 3D Perception projector will conform to the sample or model.

No affirmation of fact or promise made by 3D Perception shall constitute a warranty that the 3D Perception projector will conform to the affirmation or promise. 3D Perception makes no warranty that the goods are free from claims of infringement of patents, trademarks, or copyrights. This limited warranty shall be the exclusive remedy. 3D Perception shall not be liable to customers or others for incidental, consequential, or special damages, or lost profits. Under no circumstance shall 3D Perception liability or customer's remedy for damages against 3D Perception exceed its cost for the 3D Perception projector.

Procedure for claims
Any and all questions or claims concerning the 3D Perception projector shall be made to 3D Perception authorised personnel. In no case shall the 3D Perception projector be returned without first securing the authority of 3D Perception or its authorised personnel. Any damages to, defects in, loss of, non conformities in, or any other claim concerning the 3D Perception projector which could be discovered by inspection upon delivery must be reported to the delivering carrier, and in writing to 3D Perception at: the following address, promptly and in no event later than thirty (30) days after delivery.

3D Perception AS
Solbråveien 41
P.O. Box 455
N-1373 Asker
Norway

In the case of any such claim, inspection shall be promptly arranged with 3D Perception or it's authorised personnel, and where appropriate, representatives of the carrier. Any other claim or action respecting the condition or conformity of the 3D Perception projector or any other matter affecting the 3D Perception projector must be submitted in writing to 3D Perception promptly upon discovery and in no event later than expiration of the Warranty Period. Any part of the 3D Perception projector which is subject of any claim shall be set aside and protected, without further processing or use, until 3D Perception or its authorised personnel have an opportunity to inspect it and advice the Customer of the disposition, if any to be made thereof. Failure to give timely written notice of any claim shall bar any remedy.

Technical advice
3D Perception, or its authorised personnel, may furnish technical advice with reference to the use of the 3D Perception projector, but there is no obligation to furnish such advice. If any advice or assistance is furnished, it shall be given and accepted at Customer's risk, 3D Perception shall not be responsible or liable for the advice or assistance given or the results thereof.

FCC Statement
The 3D Perception projector has been tested and found to comply with the limits for a 'Class A' digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference when it is operated in a commercial environment. The 3D Perception projector generate, uses and can radiate radio frequency energy and, if not used in accordance with the instructions manual, may cause harmful interference to radio communications. Operation of the 3D Perception projector in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at own expense.

Trademarks Copyright
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